SEGA®

PACAR™

HOW TO PLAY

For 1 player

In this game, the player deletes the DOTS on the 3-dimensional routes by avoiding the enemy car which is obstructing your course and sometimes under special conditions even destroy the car.

PACAR™

BEFORE YOU START....

1. This Game Cartridge is intended for SEGA Personal Computer SC-3000 or Computer Video Game SG-1000.

2. Turn the power switch on after inserting the Cartridge in the ROM Cartridge Inlet of the Body. The Body and /or the Cartridge may be damaged if you insert the Cartridge in the Body without turning the power off.

3. Use the Joystick when playing the game on the SG-1000. When playing the game on the SC-3000, either the Keyboard or the Joystick (an option) is usable.

4. **JOYSTICK:** When using the JOYSTICK with SC-3000, connect it with "JOY 1."

5. **KEYBOARD:** Refer to the drawing.

6. Pull out the Cartridge after turning the power off. Keep it in its case and handle with extreme care.

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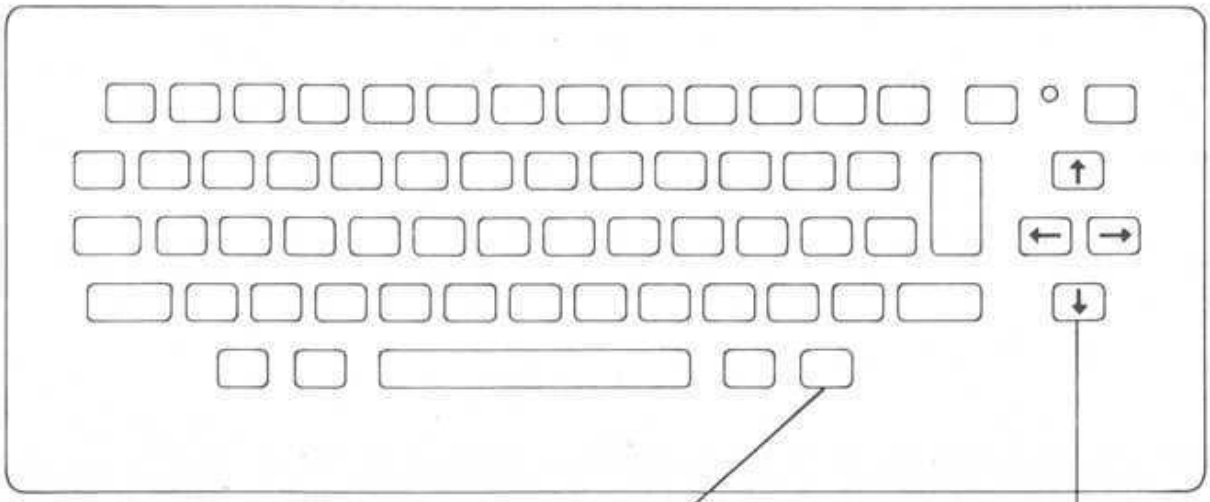
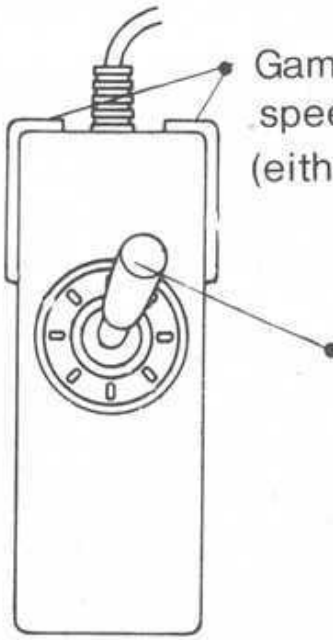
When playing by using the KEYBOARD (SC-3000)



Maneuver PACAR by the CURSOR Control keys

INS
DEL

Game start and high speed button



Game start and high speed button (either one is usable).

Maneuver PACAR

When playing by the JOYSTICK

PACAR™

How To Play

* Press the START button to start the game play.
* Try to delete all the DOTS on the route by maneuvering PACAR through the use of the JOYSTICK or CURSOR control key.
* The JOYSTICK button or the INS DEL key of the KEYBOARD is the high speed button. While the button is pressed, the PACAR speed is accelerated.
* When reversing, the PACAR's speed is reduced to half its normal speed.
* The 30th, 60th, 90th and 120th dots which are deleted will be changed to special DOTS. After earning the special DOTS, the PACAR will be invincible and it will not be destroyed by the enemy car it crashes into, but on the contrary, will be able to destroy the enemy car. However, the special DOTS will disappear when they are passed over by the enemy car (blue).
* When the PACAR passes through a certain spot on the course, a red car appearing behind will closely follow the PACAR. Nevertheless, when the PACAR passes through the "warped" road displayed in the right and lefthand sides of the screen, the red car will disappear.
* When the PACAR crashes into the other car, PACAR loses.
* The number of PACARS for one game is 3 and one more car is added every time 10,000 points are scored as long as the number of such additional cars do not exceed 4.
* When all the DOTS on the screen are deleted, one scene is completed. Bonus points for each completed round are added to your score and you can proceed to the next scene.

<SCORE>

Round	Each Dot	Bonus
1	10 Points	500 Points
2	20 Points	1,000 Points
3	30 Points	1,500 Points
4 and onward	10 Points per round increase to a Maximum of 100 Points	500 Points per round. Max. increase is 5,000 Points

SPECIAL DOT..... 300 Points

When the enemy car is destroyed:

First car..... 200 Points

Second car..... 400 Points

Third car..... 800 Points

Fourth car..... 1,600 Points

Fifth car and onward..... 3,200 Points

CAUTION:

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SEGA ENTERPRISES, LTD.

Head Office: 2-12, Haneda '1-chome, Ohta-ku,
Tokyo 144, Japan Tel: 03-742-3171
For inquiries, please contact the Personal Computer Division